



Tim Farmer  
Adult Sports Coordinator  
Telephone: (619) 409-5893  
[tfarmer@ci.chula-vista.ca.us](mailto:tfarmer@ci.chula-vista.ca.us)  
[www.chulavistaca.gov/goto/basketball](http://www.chulavistaca.gov/goto/basketball)

## BASKETBALL – SUMMER 2009

### REGISTRATION:

April 20<sup>th</sup> – May 15<sup>th</sup>, 2009  
3:00pm – 8:00pm, Monday – Friday  
Monteville Community Center  
840 Duncan Ranch Road, 91914  
Payment by cash, check, VISA, or Mastercard

### ONLINE REGISTRATION:

April 20<sup>th</sup> – May 15<sup>th</sup>, 2009  
24 hours per day beginning 3pm on April 20<sup>th</sup>, 2009  
Payment by VISA or Mastercard

### FEES:

\$175 reg. fee + \$60 forfeit bond\* = **\$235 Resident team**  
\$235 reg. Fee + \$60 forfeit bond\* = **\$295 Non-Resident team**

Each team will be required to pay **\$30 cash** each game to cover the scorekeeper and umpire fee. If a team does not have the \$30, the game will be declared a forfeit.

\*Forfeit bond will be refunded in full if team does not forfeit. If a team forfeits, the entire \$60 forfeit bond will be used to pay for the scorekeeper and umpire. The forfeiting team must repay the \$60 forfeit bond within 2 business days or will be dropped from the league.

### LEAGUE START DATE:

The Spring 2009 league is tentatively scheduled to begin the week of June 1<sup>st</sup>, 2009.

*The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.*

### GENERAL INFO:

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

### INSURANCE:

Players are responsible for providing their own insurance.

### ROSTERS:

1. The team roster must be completed and turned in to the scorekeeper prior to the first game.
2. Rosters will have a maximum of 15 players.
3. **ALL PLAYERS** must sign the team roster before they play.

4. To add players to the roster, the team manager and the player wanting to be added must verify identity with the scorekeeper and sign the roster.
5. No additions will be made to the roster after the start of the 5<sup>th</sup> game of the season, with the following exception:
  - a. Any team that chooses to add a player(s) to their roster after the 5<sup>th</sup> game of the season will forfeit their right to qualify for the playoffs.
6. All players must have a valid California ID card in case of “roster check”
7. A forfeit will be declared if a player is not able to show proof of eligibility.

## **PROTESTS:**

The following procedure must be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people immediately (before next pitch, or before the game is called by the umpire)
  - a. Umpire
  - b. Opposing Manager
  - c. Scorekeeper
2. The full protest must be typed and submitted (or emailed) to the Athletics Office at Monteville within 2 business days of the game, accompanied by \$20, refunded only if the protest is judged valid.
3. Protests may be considered valid but not enforced.
4. Protest will not be considered if it is a judgment call.

## **CODE OF CONDUCT:**

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated.

## **ALCOHOL:**

1. Any player determined by the referee to have been drinking before or during the game will not be allowed to play.

## **EJECTIONS:**

1. A player ejected from a game shall leave the court immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee). Failure to do so may cause the player's team to forfeit the game.

2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.
3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.
4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.
5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.
6. Any player receiving two technical fouls in a game is automatically ejected.

**PARK REGULATIONS:**

1. NO GLASS CONTAINERS allowed in any City Park.
2. Smoking is prohibited in all City Parks.
3. Children may not be left unattended in City Parks.
4. Pets may not be left unattended in City Parks.
5. Only players listed on the team roster should be on the team's bench.

**LINEUPS:**

1. Managers must fill out the score sheet completely with players that will be attending the game. The information should include the player's first and last name, and the player's jersey number.

**STANDINGS:**

Standings will be posted online and should be available 2 business days after your game.

**EQUIPMENT:**

A technical foul will be assessed for each player without a numbered shirt or jersey. This will be a two-shot technical without the foul counting towards the player's foul count.

**RULES:**

The NCAA rules shall prevail unless noted in this rules packet.

**GAME TIMING:**

1. Game times will be 6:30pm, 7:30pm, & 8:30pm at Monteville or 8:00pm & 9:00pm at Salt Creek.

2. Two (2) twenty-minute halves will be played. The last two (2) minutes of each half will be regulation (stop) clock.

3. If a game is tied at the end of regulation time, one (1) three-minute overtime will be played with the clock being regulation (stop) clock the last minute. Double-overtime, and any subsequent overtimes, will consist of one (1) two-minute overtime with the clock being regulation (stop) clock the last minute.

4. During each overtime, both teams will be awarded one (1) timeout only.

**MERCY RULE:**

When a team is leading by 20 points or more in the second half, the clock will only stop on timeouts.

**FOULS:**

All players will be allowed 5 fouls. On the 5<sup>th</sup> foul, the player is ineligible to play in the game. If a team goes bellows 4 players, that team will forfeit the game.

**FORFEITS:**

A team must have 4-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. If a referee is not present at game time, the grace period will begin immediately once the referee is on the court and has verified the number of players for both teams. This time will be deducted from game time.

**POSTSEASON:**

Depending on the amount of teams in your league, the postseason bracket will vary from a modified double elimination bracket for all teams in the league, to a single elimination with the top 4 teams. All postseason brackets will be posted with the initial schedule.

**TIEBREAKERS:**

Tiebreakers in the standings will be decided using this criteria and in this order: a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

**SPONSOR:**



Island's Restaurants will once again be sponsoring our leagues for the SUMMER season. Please continue to show them our support and acknowledge our appreciation for them to step forward and provide assistance to City programs.



Tim Farmer  
Adult Sports Coordinator  
Telephone: (619) 409-5893  
[tfarmer@ci.chula-vista.ca.us](mailto:tfarmer@ci.chula-vista.ca.us)  
[www.chulavistaca.gov/goto/basketball](http://www.chulavistaca.gov/goto/basketball)

**BASKETBALL – SUMMER 2009**